AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A system for rendering fonts, the system comprising:

a first memory having stored therein a data structure, the data structure including at least one font array; and

a graphics controller coupled to the first memory, the graphics controller accessing a font array included in the data structure, the graphics controller comprising a second memory dedicated to ~~for~~ holding information read from the font array.

2. (Previously Presented) The system of claim 1 wherein the first memory comprises a frame buffer.

3. (Previously Presented) The system of claim 1 wherein the first memory comprises a system memory.

4. (Original) The system of claim 1 in which said at least one font array includes a plurality of characters.

5. (Original) The system of claim 4 in which each of the characters comprises one bit per pixel.

6. (Previously Presented) The system of claim 4 in which each of the characters comprises a plurality of bits per pixel.

7. (Original) The system of claim 1 in which said at least one font array comprises a plurality of font arrays.

8. (Original) The system of claim 7 in which each of the plurality of font arrays includes a plurality of characters.

9. (Original) The system of claim 8 wherein characters within different font arrays can be different sizes.

10. (Original) The system of claim 9 in which each of the characters comprises a bit per pixel.

11. (Original) The system of claim 9 in which each of the characters comprises a plurality of bits per pixel.

12. (Original) The system of claim 9 in which each of the characters includes size height information.

13. (Original) The system of claim 9 in which each of the characters includes size width information.

14. (Previously Presented) The system of claim 7 in which the graphics controller comprises:

a set of registers for utilizing the information within the plurality of font arrays such that font characters can be efficiently retrieved and rendered.

15. (Original) The system of claim 14 in which the set of registers includes a font pointer register.

16. (Original) The system of claim 14 in which the set of registers includes a font pitch register.

17. (Original) The system of claim 14 in which the set of registers includes an index register.

18. (Original) The system of claim 14 which includes a horizontal information register.

19. (Original) The system of claim 14 which includes a vertical information register.

20. (Original) The system of claim 14 which includes a linear information register.

21. (Original) The system of claim 14 in which the set of registers further includes a glyph information register which holds character information retrieved by the graphics controller based upon the font pointer register.

22. (Original) The system of claim 14 in which the set of registers further includes a glyph information register which holds character information retrieved by the graphics controller based upon the font pitch register.

23. (Original) The system of claim 14 in which the set of registers further includes a glyph information register which holds character information retrieved by the graphics controller based upon the index register.

24. (Original) The system of claim 14 in which the set of registers includes a size width register.

25. (Original) The system of claim 14 in which the set of registers includes a size height register.

26. (Previously Presented) A method for rendering fonts, the method comprising:

accessing a data structure located in a first memory, the data structure including at least one font array;

reading information from a font array included in the data structure; and

placing the information read from the font array in a second memory resident on a graphics controller.

27. (Previously Presented) The method of claim 26 wherein the first memory comprises a frame buffer.

28. (Previously Presented) The method of claim 26 wherein the first memory comprises a system memory.

29. (Original) The method of claim 26 in which said at least one font array includes a plurality of characters.

30. (Original) The method of claim 29 in which each of the characters comprises one bit per pixel.

31. (Original) The method of claim 29 in which each of the characters comprises a plurality of bits per pixel.

32. (Original) The method of claim 26 in which said at least one font array comprises a plurality of font arrays.

33. (Original) The method of claim 32 in which each of the plurality of font arrays includes a plurality of characters.

34. (Original) The method of claim 33 wherein characters within different font arrays can be different sizes.

35. (Original) The method of claim 34 in which each of the characters comprises one bit per pixel.

36. (Original) The method of claim 34 in which each of the characters comprises a plurality of bits per pixel.

37. (Previously Presented) The method of claim 32 in which the graphics controller includes:

a set of registers for utilizing the information within the plurality of font arrays such that font characters can be efficiently retrieved and rendered.

38. (Original) The method of claim 37 in which the set of registers includes a font pointer register.

39. (Original) The method of claim 37 in which the set of registers includes a font pitch register.

40. (Original) The method of claim 37 in which the set of registers includes an index register.

41. (Original) The method of claim 37 which includes a horizontal information register.

42. (Original) The method of claim 37 which includes a vertical information register.

43. (Original) The method of claim 37 which includes a linear information register.

44. (Original) The method of claim 37 in which the set of registers further includes a glyph information register which holds information retrieved by a graphics controller based upon the font pitch register.

45. (Original) The method of claim 37 in which the set of registers further includes a glyph information register which holds information retrieved by a graphics controller based upon the index register.

46. (Original) The method of claim 37 in which the set of registers includes a size width register.

47. (Original) The method of claim 37 in which the set of registers includes a size height register.

48. (Previously Presented) A system for rendering characters, said system comprising:

a memory having stored therein a data structure, said data structure comprising glyph information for each of a plurality of characters, said data structure also comprising size width information and size height information for each of said characters; and

a graphics controller coupled to said memory;

wherein glyph information for a character to be rendered, said size width information and said size height information are read to registers

that reside on said graphics controller from said data structure, said graphics controller using said glyph information to render said character in a frame buffer according to said size width and size height information.

49. (Original) The system of Claim 48 wherein said memory comprises a portion of said frame buffer.

50. (Original) The system of Claim 48 wherein said memory comprises a plurality of data structures, each of said data structures corresponding to a particular character font.

51. (Original) The system of Claim 48 wherein each of said characters in said data structure is identified by an index.

52. (Original) The system of Claim 51 wherein said graphics controller receives a value for said index.

53. (Original) The system of Claim 48 wherein said graphics controller receives a value that points to said data structure.

54. (Original) The system of Claim 48 wherein said graphics controller receives values for the horizontal and vertical locations in said frame buffer for rendering said character.